Subject: Re: IDL Workbench Nits
Posted by Doug Edmundson on Thu, 10 Jan 2008 17:25:58 GMT
View Forum Message <> Reply to Message

David Fanning wrote:
> Folks,
>
> I'm not sure if this is a question or a report. But a couple of
> things I've discovered:
>
> 1. I'm writing a file with a rather long filename. When I get
> finished with it, I compile it, and go down to the command
> line to run it. I type the first couple of letters of its
> name, then hit CNTL-space. I see a list of the modules in the
> file. I choose the appropriate one. The name of the program
> is completed on the command line. Now I hit the CR.
>
> Nothing. The "command" disappears. But nothing appears
> in the Console View, and my program doesn't run. The command
> doesn't show up in my command history. Is this a bug?
>
> 2. In Windows IDLDE in 6.4, if I put a breakpoint in a file
> and run the file, I hit the breakpoint and I can step through
> the file. Typically, I discover the thing I was trying to find,
> make a couple of changes in the file, hit the Save and Compile
> icon, hit the remove all breakpoints button, and off I go again.
>
> In the IDL Workbench, my file pointer, even after I recompile
> the file, is still inside the file. I can't do much of anything
> until I remember I have to type RETALL. I last typed RETALL this
> much back in the 1960s. Is this possibly a bug? I really prefer
> when I re-compile that my file pointer be removed from the file.
>
> Oh, wait a minute. Maybe this is a problem with the file pointer
> not being updated correctly. I think the recompile actually
> removes the file pointer, but I don't get visual confirmation
> of that fact. (I think we talked about this before and agreed
> it was a bug, now that I think about it.) Anyway, RETALL
> refreshes the file enough to remove the file pointer in the file.
>
> Cheers,
>
> David

Regarding (1), we've seen this too and have been looking into it. I think we're close to a fix on the "ctrl+space" issue and are looking at command recall issues.

You're right about (2) being a bug. Doing something like "print, 1 + 0" at the command line should force a refresh of the Eclipse debug model and remove the erroneous instruction pointer. Though being really confusing, it is more of a visual thing, so it shouldn't affect how IDL runs. Underneath all that UI, the state of IDL is correct.

Cheers,
Doug

---